

SANDRA ALEXANDERSSON

Game Writer/Narrative Designer

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PERSONAL WEBSITE

Portfolio

PROFILE

I'm a passionate and goal-oriented writer/narrative designer and games researcher now looking for new opportunities. With my education in game development I have acquired substantial knowledge about interactive narrative, writing, UX and research and I am now ready to apply my skills in a new creative environment. Through my motivation and drive for efficiency I maintain a high standard of work and I'm eager to apply my passion for games and writing in your team!

EDUCATION

❖ **Master's Degree in Game Development** 2020 — 2022

University of Skövde

- Straight A's in courses related to UX, narrative and the games industry
- Worked with the app Bandbond as a UX researcher, conducting evaluations and research for the betterment of their product.
- Created my own game projects where I deepened my knowledge of design and narrative as well as being responsible for art and script-based programming

❖ **Bachelor's in Game Writing/Narrative Design** 2017 — 2020

University of Skövde

- Graduated with high grades
- Worked as lead writer/writer/proofreader in two game projects in a larger team
- Created several solo projects with focus on interactive writing, dialogue, character and worldbuilding
- Gained experience in script-writing, game design and working with voice actors

GAME PROJECTS

❖ **Various Projects** 2018 — 2022

- Evolved my experience in interactive writing in Unity, Deig, Twine and RPG Maker
- I have also acquired some experience in 2D graphics and script-based programming
- The Secret of the Old Ship was nominated for Best Diversity Effort at SGA in 2019
- More details can be found in my portfolio at sandraalexandersson.com/portfolio/

EXPERIENCE

❖ **Teacher Assistant (Writing/Narrative Design), University of Skövde** 2020 — 2022

- Participated as teacher assistant and workshop leader in courses about game writing and narrative design
- Evaluated and held seminars focused on improvement of narrative design/writing
- Responsible for reworking a course during Spring 2022, organizing workshops, assignments and preparing my own lecture and seminars focused on dialogue in games